MONSTER HUNTER
WORLD™
THE BOARD GAME
THE ANCIENT FOREST
RULEBOOK
First time playing?
Stop! If this is your first time playing *Monster Hunter World: The Board Game - The Ancient Forest*, we recommend you watch the Learn to Play video LINK or download the quickstart guide LINK.
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Introduction

Welcome, hunters of the Fifth Fleet!

Elder dragons have been with us since the dawn of time. Creatures of immense size and potency, their very presence alters the ecosystem and reshapes the land, leaving disaster in their wake. For years, we have hunted them in a battle for survival. And yet, once every decade or so, they migrate across the sea, leaving the Old World behind. But for what reason?

Appointed by the Guild, you are A-List hunters of the Fifth Fleet. Having travelled across the ocean, you have reached the destination of the elder dragons' crossing: an enigmatic continent known only as the New World. With your help, we will find the missing link between these ancient creatures and this mysterious land.

Before we may unravel this mystery, however, we must secure Astera, the Research Commission's first outpost in the New World. Herein may be found hunters, scholars, and engineers, all working together to explore, research, and understand this new land. Arrayed against us are huge primordial monsters, creatures that have ruled this place since the dawn of time... but that rule is now coming to an end.

The Fifth's banner promises a change in the wind. It's your job to fulfil that promise.

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How to Win

Monster Hunter World: The Board Game - The Ancient Forest is a multi-session cooperative campaign game. As hunters of the Fifth Fleet, your group will undertake quests to track down and slay the monsters of the New World to ensure the safety of the Astera basecamp and the Research Commission.

Choosing a quest allows you to hunt a specific monster. Completing quests unlocks additional quests and allows you to progress through the game.

To win *Monster Hunter World: The Board Game - The Ancient Forest*, you must complete a quest, before the campaign timer runs out.

Choosing quests will give you the chance to earn more monster parts, which may be used to improve weapons and armour. Your hunters will need better equipment in order to stand a chance of slaying the more difficult monsters. Choose your quests wisely!

Monster Hunter World: The Board Game - The Ancient Forest is intended to be played over multiple play sessions. The character sheets will allow you to keep track of your resources, potions, weapons, and armour between gaming sessions. Character sheets may also be used to track which quests you have available to choose from next time.

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Game Components

Hunters

When choosing a hunter, you should be aware that each hunter creates a dramatically different playing experience through their unique weaponry and fighting style. The four hunters in this set are:

Great Sword Hunter hits with serious force, building charge with each attack to unleash formidable power at the end of a combo.

Dual Blades Hunter favours swift strikes and mobility over raw hitting power, dashing in with a flurry of blows before dodging to safety.

Sword & Shield Hunter is incredibly versatile, offering a balance of defensive proficiency and offensive capabilities.

Bow Hunter carefully judges the perfect moment to attack, punishing monsters with a hail of arrows before closing in to cause maximum damage with the finishing shot.

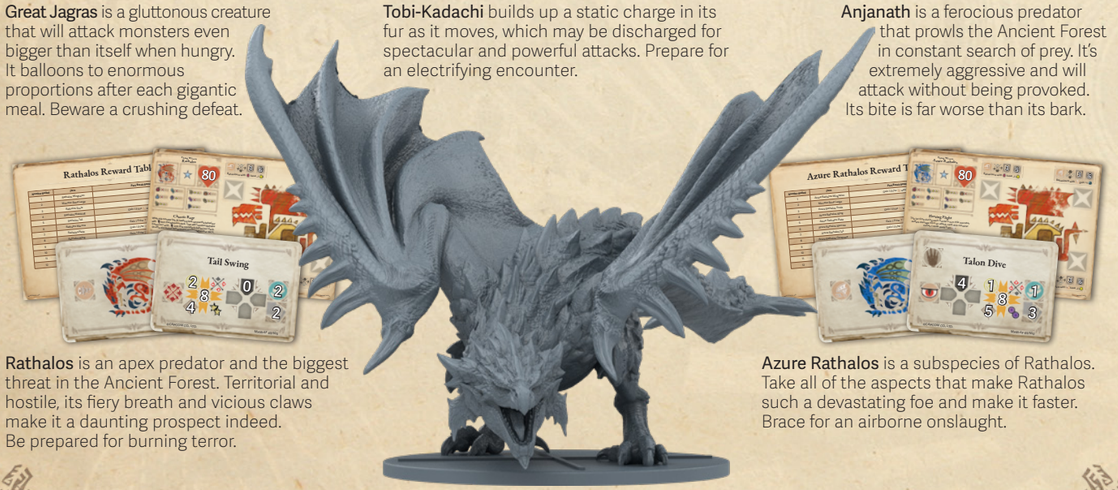
Monsters

The monsters of the Ancient Forest are as varied as they are deadly. The five monsters in this set are:

Great Jagras is a gluttonous creature that will attack monsters even bigger than itself when hungry. It balloons to enormous proportions after each gigantic meal. Beware a crushing defeat.

Tobi-Kadachi builds up a static charge in its fur as it moves, which may be discharged for spectacular and powerful attacks. Prepare for an electrifying encounter.

Anjanath is a ferocious predator that prowls the Ancient Forest in constant search of prey. It's extremely aggressive and will attack without being provoked. Its bite is far worse than its bark.



Rathalos is an apex predator and the biggest threat in the Ancient Forest. Territorial and hostile, its fiery breath and vicious claws make it a daunting prospect indeed. Be prepared for burning terror.

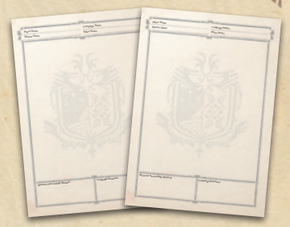
Azure Rathalos is a subspecies of Rathalos. Take all of the aspects that make Rathalos such a devastating foe and make it faster. Brace for an airborne onslaught.

Quest Book

The quest book contains all the in-game information you need to play, including the quests and adventures for each monster as well as downtime activities.

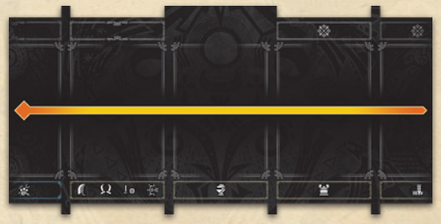
Character Sheets

During the course of your campaign each hunter will carve parts of slain monsters to forge new equipment. You'll keep a record of anything your hunter gathers or forges on your character sheet.



Stamina Boards

Each hunter has their own stamina board, which you'll use when your hunter attacks or is attacked by monsters. Additional types of cards are placed on the stamina board to keep the play area nice and tidy.



Dice

Six sided dice which are used to determine the rewards you gain after slaying a monster.

Game Board

Hunters battle the monsters of the New World in the Ancient Forest, represented by the game board. Areas of the game board are divided into nodes, used to determine where miniatures are positioned.

Forge Reference Cards

Each hunter has their own set of new weapons and armour they can forge during the game, noted on the hunter's forge reference card. This card also tells you which monster parts and other resources you'll need to gather to be able to forge each weapon or piece of armour. These cards are numbered XX-XX.

Ancient Forest Sword & Shield Forge Reference
Ancient Forest Bow Forge Reference
Ancient Forest Great Sword Forge Reference
Ancient Forest Dual Blades Forge Reference
Ancient Forest Armour Forge Reference

Time Cards

Quests have a time limit measured using time cards. Cards are drawn from a deck to mark the passage of time, as well as other random events. If the time deck runs out, the hunters fail the quest. These cards are numbered XX-XX.

Armour Cards

Hunters mainly protect themselves by leaping out of the way of monster attacks. Should they make a miscalculation, their armour is the last line of defence. These cards are numbered XX-XX.

Weapon Cards

Each hunter is defined by the weapon they carry. Weapon cards determine what attacks a hunter can make as well as how much damage they cause. These cards are numbered XX-XX.

Attack Cards

These cards represent the attacks a hunter can perform and are played one at a time to cause the hunter's miniature to move and attack the monster. Multiple attack cards may be played in sequence to perform powerful combinations. These cards are numbered XX-XX.

Damage Cards

When your hunter attacks, damage cards will be drawn from a deck to determine the amount of damage caused to the monster. When a hunter's damage deck runs out, their weapon has become blunt and must be sharpened. These cards are numbered XX-XX.

Elemental Damage Cards

When your hunter uses elemental attacks, elemental damage cards will be drawn from a deck to determine the amount of damage caused to the monster. These cards are numbered XX-XX.

Palico Cards

A trusty companion, a hunter's Palico will stay with them throughout their adventures. Each Palico is unique and will aid your hunter throughout the game. These cards are numbered XX-XX.

Flashfly Cage
Vigorwasp Spray
Shieldspire
Place a Palico token within 1 node of your hunter. This token is a hunter with immunity to all damage and status ailments, and has a threat value of 9. Remove this token at the end of the monster's next turn.

Palico Tokens

When a Palico's ability is used, it's sometimes marked using a Palico token.

Hunter Tokens

Hunter tokens show which hunters are able to take a turn. When a hunter finishes their turn, flip their hunter token face down. Additionally, hunter tokens are numbered to show how threatening they are to the monster.

Elemental Tokens

When a hunter damages a monster with an elemental attack it's marked with an elemental token.

Ailment Tokens

When a hunter damages a monster with an ailment attack it's marked with an ailment token.

Physiology Cards

Physiology cards contain the vital statistics of each monster. These cards are numbered XX-XX.

Behaviour Cards

Each monster is controlled by a deck of behaviour cards featuring unique attacks. These cards are numbered XX-XX.

Break Tokens

When a hunter inflicts break damage on a monster it's marked with a break token.

Broken Tokens

When a monster's body part is broken it's marked with a broken token.

Health Dials

Hunters and monsters each have their own health dial showing how much damage they may take.

Game Set Up

Playing Area Set Up

Place the game board in the centre of the playing area. Note that the game board has artwork on both sides, choose whichever side up you prefer.

Place a stamina board in front of each player.

Place the quest book and a supply of tokens within reach of the players.

Take the 10 elemental damage cards and shuffle them to create an elemental damage deck.

Place this deck face down near the game board.

The Wildspire Waste

If you own *Monster Hunter World: The Board Game - The Wildspire Waste* and you want to include its contents in your campaign, you will need to include cards XX-XX during setup. Page XX covers everything you'll need to include this content.

Hunter Set Up

Starting with the youngest, players select a hunter to use during the game. The hunter you select will have a unique symbol identifying which cards are used to play that hunter:

for the **Great Sword Hunter**

for the **Dual Blades Hunter**

for the **Sword & Shield Hunter**

for the **Bow Hunter**

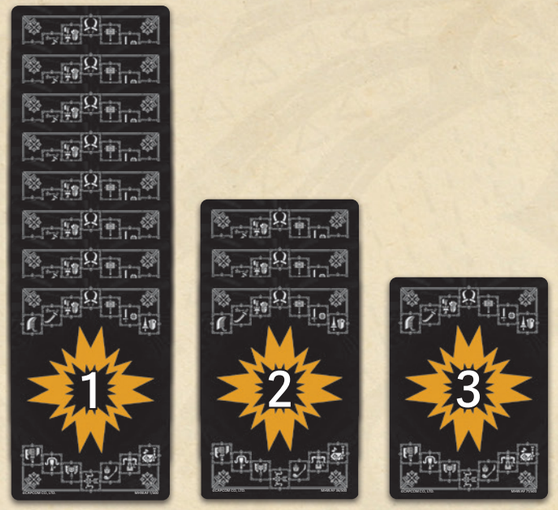
These are the starting cards for your hunter.

Each hunter's starting cards will include:
1. 1 weapon card
2. 3 armour cards
3. 20 attack cards

Take the miniature and starting cards belonging to your hunter, marked by their symbol.

Starting Weapon Cards

Each weapon card will list a number of cards using this symbol . These are the weapon's *damage cards*. Take the combination of damage cards shown on the weapon card from the game box. These cards form your hunter's damage deck.



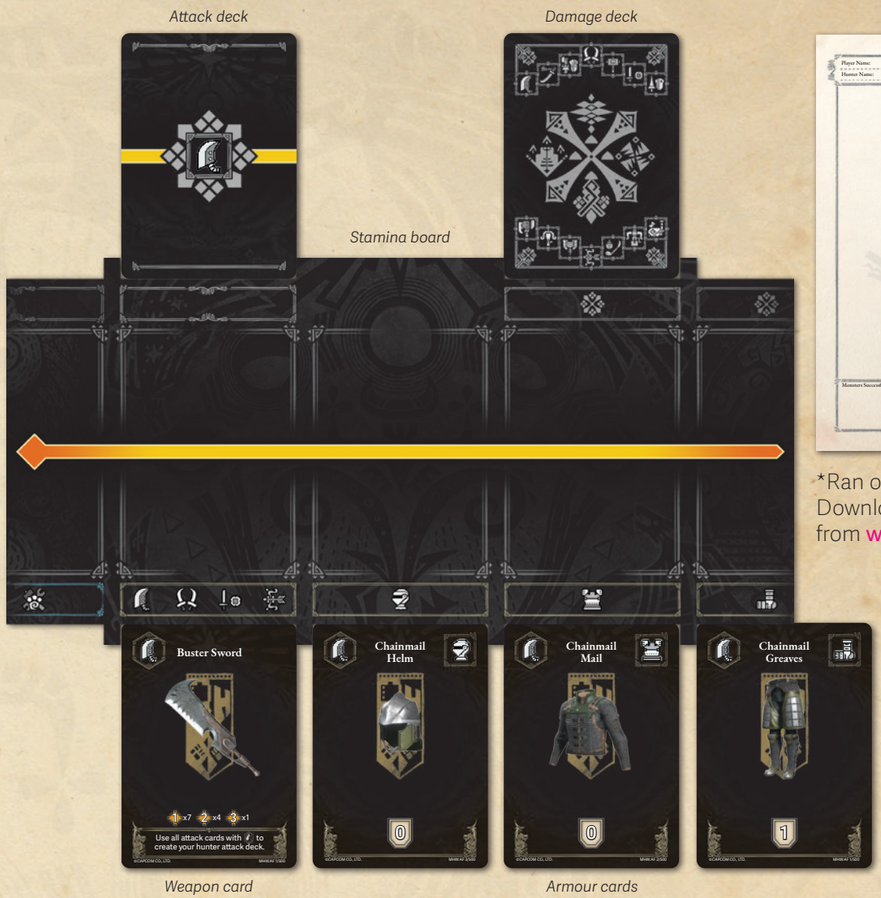
For example, the Great Sword Hunter starts with 8x 1 damage cards, 3x 2 damage cards, and 1x 3 damage card in their damage deck.

There are 3 types of *armour* – head , body , and legs .

Take your hunter's 3 starting armour cards and place each one on the matching slot of your stamina board to equip them.

Take a character sheet* and write your name and your hunter's name at the top.

Set up your playing area as shown below.



Weapon card *Armour cards*

*Ran out of character sheets? Download a printable sheet from www.steamforged.com

Palicoes (1-2 Players Only)

Shuffle the Palico cards and give two to each player. Each player selects one Palico card to keep and returns the other card to the game box.

Palico abilities may be used once per quest. If your Palico ability is used in the hunting phase it can only be used during your turn.

If you'd like, there's room on your character sheet to name your Palico.

Gameplay

Phases of a Quest

Each quest is composed of three phases: *gathering*, *hunting*, and *HQ* phase.

Selecting Your Quest
Distribute hunter tokens, construct time deck

Gathering Phase
Gather tracks and resources, find the monster

Hunting Phase
Face the monster, slay the monster

Return to HQ
Gather rewards, forge new equipment, select a new quest

Select a Quest

To hunt a monster, the players must select a quest for that monster. During a quest the players will track down the monster, fight it, and eventually slay it before returning to the Astera basecamp.

Each monster has its own set of quests located within that monster's section of the quest book.

For your first quest, turn to page XX in the quest book; the Great Jagras section.

Each quest has the following information:
1. The name and type of quest
2. The time limit
3. The Scoutfly level
4. Adventure entry point
5. A minimap

Complete or Fail

The hunters complete the quest by slaying the monster. The hunters fail the quest if they exceed the time limit, or if they faint three or more times between them. If the hunters fail the quest, immediately skip to the HQ phase on page XX.

Types of Quests

Each quest will be marked with a ☆ for an assigned quest, or ☆ / ☆☆ / ☆☆ for an investigation quest. Assigned quests introduce the players to a new monster they haven't hunted before. Investigation quests require you to hunt a monster you've already slain, but are more challenging.

You must complete the Great Jagras assigned quest before taking on any other quests. Once the Great Jagras assigned quest has been completed, the players may choose to either take on an assigned quest for any of the other monsters, or take on a Great Jagras investigation quest.

Once a monster's assigned quest is completed, the players may choose to take on an investigation quest for that monster.

Assigned quests may be attempted as many times as the players need but once completed, can't be attempted again. Investigation quests may only be attempted a maximum of 4 times per monster, whether they're completed or not.

Hunter Tokens

Give a randomly selected *hunter token* to each player. Place this face up near your stamina board.

Investigation Quests

There are two types of investigation quest: investigation quests (indicated by ☆☆ and tempered investigation quests (indicated by ☆☆ or ☆☆). When selecting an investigation quest, you may choose to play either an investigation or a tempered investigation quest.

Remember, to win your campaign you must complete a ☆☆ quest, before the campaign timer runs out!

Each time you attempt an investigation quest, you must select the next available adventure entry point.

Investigation quests feature a monster with a higher degree of difficulty than assigned quests, and greater rewards for completing them. Tempered investigation quests feature a monster with the highest degree of difficulty and the greatest share of rewards for completing them.

Monster Setup

For the monster being hunted, locate the cards with the monster's symbol. These are the monster's *behaviour* cards.

Great Jagras

Tobi-Kadachi

Anjanath

Rathalos

Azure Rathalos

The monster also has three *physiology* cards, each featuring the monster's symbol. Each physiology card also has a symbol matching one of the three types of quest ⁂ / ⁂ / ⁂. Locate the physiology card for the selected quest and return the other two to the game box.

Locate the monster *health dial* and the monster's miniature.

Place the monster's miniature, physiology card and behaviour cards, and health dial, to the side of the game board.

The Time Deck

Locate the *time* cards.

Separate the time cards with this symbol into one pile, and time cards with this symbol into another pile.

Cards with the symbol form the base time deck, and will always be in the time deck. Cards with the symbol will sometimes be added into the time deck during quests.

Tactical Shift
Flip your hunter token face down.
Discard 1 attack card from the rightmost slot of your stamina board.
Discard any number of attack cards from your hand.
Draw attack cards until there are 5 cards in your hand.
Up to 2 hunters may move up to 1 node each.
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Recovery
Flip your hunter token face down.
Discard 1 attack card from the rightmost slot of your stamina board.
Discard any number of attack cards from your hand.
Draw attack cards until there are 5 cards in your hand.
The monster regains 5 lost health. If no damage is inflicted during the next hunter's turn, at the end of their turn, the monster regains another 5 lost health.
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Base time deck

Check the time limit for the selected quest. Shuffle the base time cards and then draw the amount of cards equal to the time limit for the quest. This is your time deck for the quest. Place the time deck face down to the side of the game board.

For the remainder of the quest the players will be instructed when to draw or discard one or more cards from the time deck to mark the passage of time.

When a time card is **discarded**, any effects listed on the card are ignored and the card is placed on the discard pile. When a time card is **drawn**, any effects listed on the card are resolved before placing the card on the discard pile.

Quests may ask you to discard a time card and place it next to the time deck. Cards discarded like this aren't placed on the discard pile and instead have their own location. Cards discarded in this way are counted later in the quest to resolve a special effect.

If the players ever need to draw or discard time cards when the time deck is empty, the players fail the quest. Immediately skip to the HQ Phase on page XX.

The Campaign Timer

The *campaign timer* determines the maximum number of days that may be spent performing quests and downtime activities at the basecamp before the players fail the campaign.

Each time you choose one of the following, 1 campaign day is spent:

- Perform an assigned quest. Additional days are not spent to repeat an assigned quest if the hunters fail.
- Perform an investigation quest, whether the hunters complete or fail it.
- Perform downtime activities, to a maximum of 3 activities per day.

The campaign timer for a standard campaign of *Monster Hunter: World - The Board Game* is set to **25 days**. Record spent campaign days on your character sheet.

> It's entirely up to you how you spend your days, although we recommend spending around 20 days performing quests, and no more than 5 days on downtime activities.

Gathering Phase

In this phase, you'll track down the monster you've chosen to hunt. Along the way you may acquire monster tracks, potions, or useful materials.

Preparation

Turn to the pages for this monster's adventure in the quest book.

Set the monster health dial to the health level on the monster's physiology card, shown within this symbol.

Locate the *track tokens* and place them face down in the playing area. Mix the track tokens up so that you won't know which ones you're picking up.

You'll begin each adventure at a starting point determined by the selected quest, and progress according to the instructions given at each step of the adventure.

Playing Your Adventure

One player should take the quest book and read aloud the text for the adventure's starting point. You'll then be faced with an option of where to go next. As a group, decide which direction to go in and then progress through the adventure to the stated entry.

Each time you reach a new entry, continue to read the text aloud. You may gather new resources or potions. Any resources gathered are gained by all players, and should be marked on your character sheets. Any potions gathered should be put into a communal pool for all hunters to use.

Record the number of potions your group has on one group member's character sheet.

When you gather track tokens, place the track tokens in a communal pool. Track tokens represent your hunters following and catching up with their quarry. These will change how monsters behave in the hunting phase, and they may alter some of your choices during the adventure.

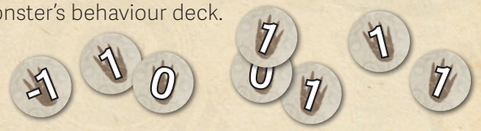
Remember, for the first quest of the campaign you'll be playing the Great Jagras assigned quest. The starting point for the Great Jagras assigned quest adventure is entry 1, named Assigned Starting Point 1.

Each time you attempt an investigation quest, you must select the next available adventure starting point, named Investigation Starting Point.

For example, the first time you attempt a Great Jagras investigation or tempered investigation you would start from the first investigation starting point, which in the case of the Great Jagras is entry 2, named Investigation 1 Starting Point. Your next investigation or tempered investigation would start from entry 3, named Investigation 2 Starting Point and so on.

Scoutfly Level

Upon locating the monster, flip all track tokens in the pool and consult the quest's Scoutfly level in the quest book. The Scoutfly level will instruct you to add an additional behaviour card when constructing the monster's behaviour deck.



Locate all 13 of the monster's behaviour cards and follow these steps in order:

1. Remove the 3 behaviour cards with .
2. Place the remaining 10 behaviour cards to one side.
3. Determine which of the 3 removed cards to add in using the Scoutfly level.
4. Add the determined card to the 10 behaviour cards.
5. Shuffle these 11 cards to create the monster's behaviour deck.
6. Return the track tokens to the supply.
7. Return the other 2 removed behaviour cards to the game box.

With the gathering phase now complete, the players progress to the hunting phase.

Hunting Phase

In this phase, your hunters will face the monster they've tracked down in brutal combat and attempt to slay it.

Preparation

Turn to the section in the quest book illustrating the information for the selected quest. Search the game box for the terrain tokens required for the quest as shown on the quest's minimap.

The monster's starting node and direction

The hunters' starting nodes

Bush: place a bush token on this node

Pond: place a water token on this node

Place the monster's behaviour deck, which you prepared earlier on page XX, face down next to the monster's physiology card.

Each player takes a turn placing their hunter's miniature on any of the hunter starting nodes. Multiple hunters may be placed on the same node. Place the monster's miniature on the monster's starting node facing the direction shown by the arrow on the node symbol of the minimap.

Shuffle your attack deck and draw a hand of 5 cards. Ensure your hunter token is face up.

Nodes

During an encounter with a monster, each miniature must be centred on a node. When a miniature moves, move it from its current node to an adjacent node. An adjacent node is any node located directly next to the miniature's current node, in any direction.

Adjacent nodes highlighted in white.

Multiple hunters may be on the same node, so long as you understand which miniatures are on which nodes. Hunters can't move to the same node as a monster.

Terrain Nodes

Use the minimap for the quest to identify which terrain is used in this encounter, and where. The types of terrain and their effects are:

Bushes
While a hunter is on a bush node they have –4 threat. Bushes don't affect monsters.

Ponds
When a hunter enters a pond node for any reason they must discard 1 damage card. Ponds don't affect monsters.

Hunting Phase Summary

Hunting Phase Step 1 (Monster Turn)

To resolve a monster's turn, follow these steps in order:

1. Draw the top card of the monster's behaviour deck and reveal it
2. Use the monster's behaviour card to determine the target for its attack
3. Resolve the behaviour card
4. Discard the behaviour card

If a monster's behaviour deck is ever empty, shuffle all of the discarded behaviour cards to form a new behaviour deck.

If the group has fainted three or more times, the hunters fail the quest. Progress to the HQ phase on page XX.

Hunting Phase Step 2 (Hunter Turn)

As a group, choose a hunter whose hunter token is face up, then follow these steps in order:

1. Choose to use combat actions or preparation actions
2. Resolve the chosen actions
3. Draw a time card

If a time card can't be drawn because the time deck is empty, the players fail the quest. Immediately skip to the HQ Phase on page XX.

If the monster's behaviour allows more hunters to take a turn, repeat step 2.

Hunting Phase Step 3 (Check For Quest Complete)

If your group hasn't slain the monster, return to step 1.

If your group has slain the monster, the hunting phase ends and the players progress to the HQ phase, see page XX.

The Monsters

Miniatures & Base Markings

Monster miniatures have markings on their base that divide them into four arcs. These arcs are the front, left, right, and rear of a monster. Monster arcs help to determine which way a monster is facing, where a monster attacks, and which parts of a monster may be attacked by your hunter.

Physiology Cards

1. **Monster Name**
2. **Quest Type**
3. **Monster Health**
4. **Elemental Resistances**
5. **Status Ailment Resistances**
6. **Special Rules**
7. **Monster Body Parts -** The areas of the monster that may be attacked
8. **Part Armour -** The armour value of each body part of the monster
9. **Part Break Value -** The amount of break tokens required to break the body part
10. **Break Token Stash -** Where break tokens are placed for each body part
11. **Part Break Rule -** The effect that triggers once a part has been broken
12. **Elemental Token Stash -** Where elemental tokens are placed
13. **Status Ailment Token Stash -** Where status ailment tokens are placed

Fanged Wyvern
Great Jagras
50
Behaviours with inflict physical damage instead of elemental damage.
The monster suffers 5 damage.
Gluttonous
Each time this monster deals 1 or more damage to a hunter it regains 1 lost health.
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Behaviour Cards

Monster behaviours are presented as a series of symbols.

1. Behaviour Name
2. Track Symbol
3. Target Symbol - The monster's target
4. Movement Symbol - The monster's movement
5. Attack Symbol - The monster's attack
6. Monster Body Part
7. Hunter Turn Symbol
8. Hunter Attack Symbol

Behaviour card front

Behaviour card back

There's useful information that can be obtained from all parts of the behaviour card, so remember to pay attention to the back of the cards too!

Monster Turn

When the monster takes a turn, perform the following steps in order:

1. Draw a card from the monster's behaviour deck and place it face up. If the monster's behaviour deck is empty, shuffle the discard pile to create a new behaviour deck
2. Resolve the monster behaviour card from left to right. The following section will describe each of these steps in detail
3. If there are no hunters on the game board at the start of the monster's turn, draw a behaviour card and place it face up. Then the monster's turn ends, skip to page XX.

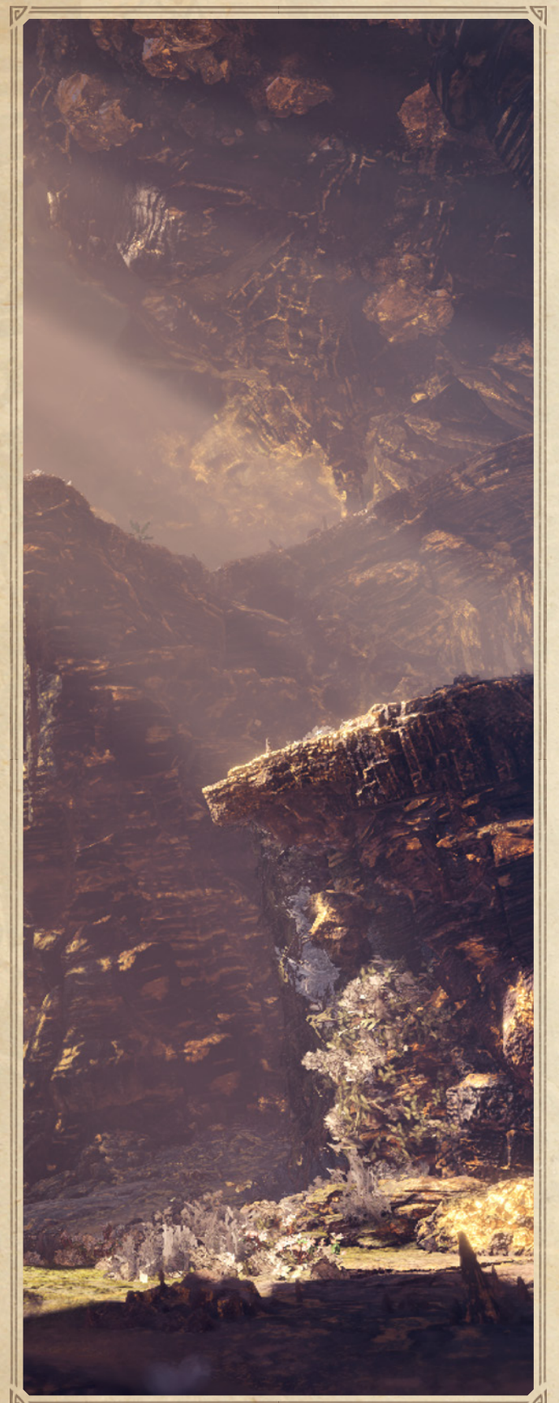
The Monster's Target

The monster's *target* is the hunter who currently has the monster's attention. The target is used to determine which way the monster will move and attack.

If the behaviour has the close target symbol , the monster's target will be the hunter closest to it, determined by counting the nodes between the monster and the hunters. In the event of multiple hunters being the closest, the monster will target the closest hunter with the highest threat value. Threat values are printed on hunter tokens.

If the behaviour has the farthest target symbol , the monster's target will be the hunter farthest from it, determined by counting nodes between the monster and the hunters. In the event of multiple hunters being the farthest, the monster will target the farthest hunter with the highest threat value.

If a monster's target faints during the monster's turn, immediately determine a new target for the monster. If there are no hunters on the game board, the monster's turn ends, skip to page XX.

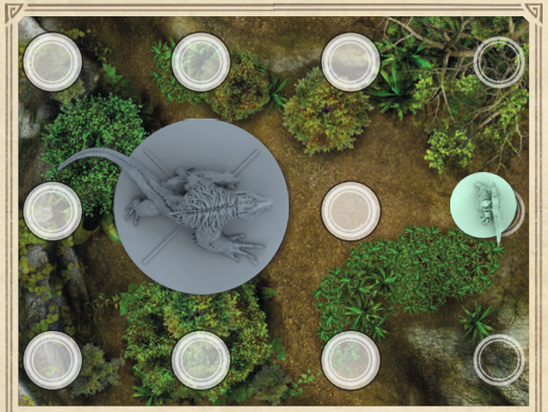


Moving Monsters

When a monster moves, it moves in relation to its target. In any instance that there are multiple eligible nodes that a monster can move to, the players choose.

The monster must always directly face an adjacent node by having that node in the centre of its front arc. This means that the monster may only face one of eight directions because there are a maximum of eight adjacent nodes at any time.

Before and after each node of movement, including when the monster's movement symbol is numbered 0, the monster rotates to face its target. If this would cause the monster to not directly face an adjacent node, the monster instead faces the closest adjacent node to its target.



Adjacent nodes highlighted in white.

The number in the movement symbol shows how many nodes the monster will move. If the number is at the top of the symbol, the monster moves towards its target. With each node of movement, the number of nodes between the monster and its target must decrease.

If the number is at the bottom of the symbol, the monster moves away from its target. With each node of movement, the number of nodes between the monster and its target must increase.

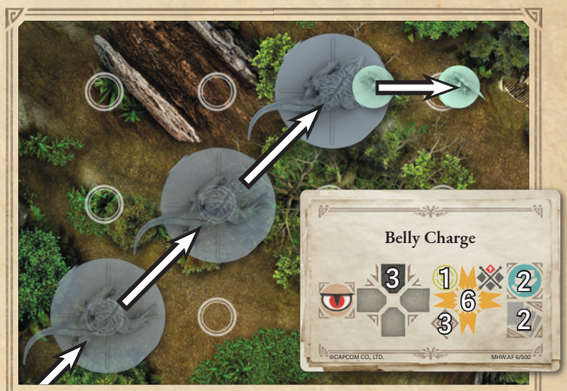
Movement symbol

If the number is on the left of the symbol, the monster moves to the node on it's left. If the number is on the right of the symbol, the monster moves to the node on It's right. Remember, before and after each node of movement, the monster rotates to face its target as shown below.

When a monster moves into the same node as a hunter, the hunter will immediately leap out of its path and move to an adjacent node that is within the monster's front arc before it turns to face its target. If there are no available adjacent nodes within the monster's front arc, the hunter may move to any adjacent node. The hunter does not play cards onto their stamina board to make this movement.

Irrelevant of which node the hunter moves to, the monster will continue its movement until it has moved an amount of nodes equal to the number shown in its movement symbol.

If the monster would move in such a way that takes it off the game board, the monster instead moves as far as it can up to the edge of the game board and then doesn't move any further.



Performing the Belly Charge behaviour, the Great Jagras moves three times towards the hunter, ending in the same node as them. The hunter is moved to an adjacent node of their choice, and then the Great Jagras turns to face them.

Monster Attacks

A monster can attack in different ways, which can be identified using the following symbols:

Range - The maximum range of the monster's attack, counted in nodes from the monster to the hunters.

Dodge Value - How difficult the attack is for the hunters to dodge. This is explained in more detail on page XX.

Attack Node - The monster will attack its target and any other hunters positioned on the same node. If the target is not within range, no hunters are attacked.

Attack Arc - The monster will attack hunters within the red highlighted arcs that are also within the attack's range.

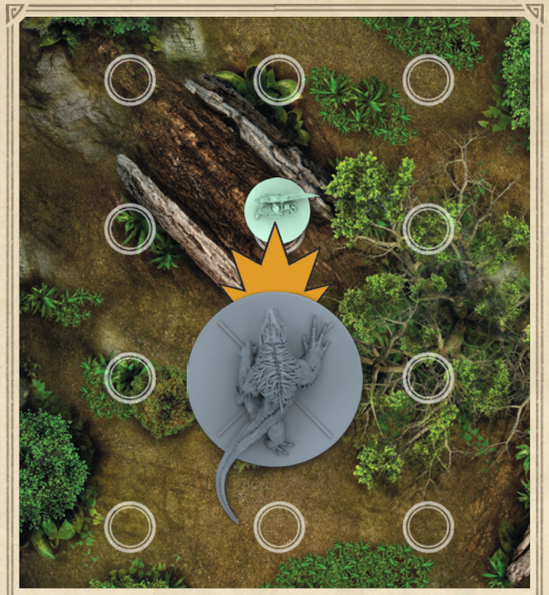
Physical Damage - The amount of physical damage caused to hunters.

Elemental Damage - The amount of elemental damage caused to hunters.

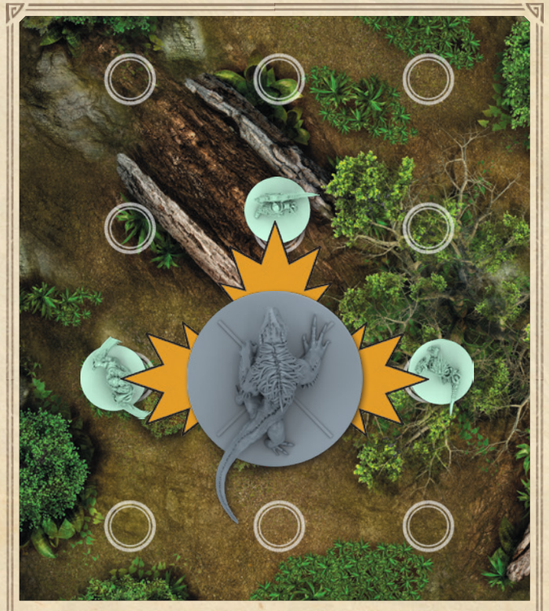
Fire *Water* *Ice* *Thunder* *Dragon*

Status Ailment - The monster's attack causes a status ailment in addition to physical damage.

Stun *Poison* *Sleep* *Paralysis* *Blast*



Single node monster attack.



Whole arc monster attack.

Hunters Suffering Damage

When your hunter suffers damage, reduce their health dial by the physical or elemental damage value of the monster's attack.

The amount of damage each hunter suffers is reduced by armour or elemental resistance as shown on page XX.

Hunters Suffering Status Ailment

When a monster attack with a status ailment effect damages a hunter, the hunter suffers the status ailment.

If a status ailment lasts until the end of your next turn, place a status ailment token on your hunter's weapon card as a reminder. Status ailments are:

Stun - Choose one attack card from your hand and place it face down on your stamina board. If you can't place a card on your stamina board, this status ailment has no effect.

Poison - Your hunter loses 2 health at the end of your next turn.

Sleep - You can't place attack cards on your stamina board to attack, move, or dodge until the end of your next turn.

Paralysis - If you have more than 2 cards in your hand, discard down to 2 cards.

Blastblight - Your hunter has –2 armour until the end of your next turn.

Ending a Monster's Turn

The monster's behaviour determines how the hunters may react.

Hunter Turn Symbol - The number of turns the hunters may take after this behaviour.

Hunter Attack Symbol - The number of attack cards each hunter may play face up on their stamina board during their turn.

Once the monster's turn ends, it's the hunters' turn.

The Hunters

Stamina Boards

Your stamina board is used to measure how much stamina your hunter has. Stamina boards have 5 attack card slots. During the hunting phase attack cards are placed on the stamina board from left to right, to show attacks being made and stamina being used.

When your hunter's stamina board is full of attack cards, you can't play any more cards onto it.

At the end of your turn, as your hunter's stamina slowly recovers, you'll draw a time card that will instruct you to discard the rightmost card on your stamina board.

Unless otherwise instructed, whenever you remove attack cards from your stamina board, remove the cards one at a time from the right. If you're given the option to remove attack cards from any slot of your stamina board, slide remaining cards to the left to fill empty slots vacated by the cards you've removed.

Anatomy of Attack Cards

Jumping Slash
If this attack card is placed on the 5th slot of your stamina board, discard it.
Enhanced Lunging Stab
Draw +1 if this is the first attack card you played this turn.
Guard Up
+3
While this attack card is face up on your stamina board, your resistances are doubled. At the start of your next turn, discard this card.

Attack cards are presented as a series of symbols, sometimes including instructions.

1. **Attack Card Name -** The name of the attack card
2. **Starting Weapon Symbol** - Attack cards with this symbol are part of the weapon's starting deck, featuring a hexagonal border
3. **Agility Symbol** - Used to dodge monster attacks and move during your turn
4. **Stamina Bar -** The attack card uses stamina and is placed on your stamina board when played from your hand
5. **Damage Card Symbol** - The amount of damage cards drawn that inflict physical damage to the monster. The amount of damage the monster suffers is reduced by the monster's armour as shown on page XX
6. **Special Rules -** Any special rules the attack card has will be explained here
7. **Range Symbol** - The maximum range of the attack, counted in nodes from your hunter to the monster
8. **Break Symbol** - The amount of break tokens inflicted on the monster
9. **Combo Symbol** - The number of face up attack cards that must be on your stamina board in order to play this card
10. **Weapon Symbol** - Attack cards with this symbol belong to weapons forged during the game, featuring a square border
11. **Bonus Movement Symbol** - Allows your hunter to move up to this many nodes without placing additional attack cards on your stamina board
12. **Status Ailment Symbol** - The status ailment inflicted on the monster
13. **Bonus Armour Symbol** - While this attack card is on your stamina board, your hunter gains additional armour equal to this number

Stamina Bars

Attack cards will show stamina in one of three ways:

Normal Stamina
These attack cards use stamina and are placed on your stamina board when played from your hand.

Stamina End
These attack cards use stamina and are placed on your stamina board when played from your hand. Playing this card will end your turn.

No Stamina
These attack cards **don't** use stamina and are not placed on your stamina board when played. Discard these cards after resolving their effects. These cards don't count towards the maximum allowed by the monster behaviour.

Rising Slash
Charge Up
Tackle
Wide Slash
This attack card does not count towards the maximum allowed by the Gain +1 for the next attack card you play this turn which inflicts damage.
You may discard this attack card after placing it on your stamina board.
Jumping Slash
If this attack card is placed on the 5th slot of your stamina board, discard it.

To make the Wide Slash attack, the hunter would place it in the left-most free space on their stamina board.

Hunter Turn

When you take a turn you must choose either combat actions or preparation actions. You can't use both combat actions and preparation actions in the same turn. These actions may be performed in any order, and unless otherwise stated each action may be repeated.

Combat actions are:
Play an Attack Card - You may play attack cards face up from your hand and resolve their effects.
Walk - Once during your turn, you may move your hunter one node.
Sprint - You may play attack cards face down from your hand onto your stamina board to move your hunter additional nodes.

Preparation actions are:
Use a Potion - Once during your turn, you may use a potion to recover health and stamina. If you have no potions you can't choose this option.
Sharpen - Once during your turn, you may shuffle your discarded damage cards into your damage deck.
Walk - Once during your turn, you may move your hunter one node.
Sprint - You may play attack cards face down from your hand onto your stamina board to move your hunter additional nodes.

Remember, when your hunter's stamina board is full of attack cards, you can't play any more cards onto it.

To end your turn, draw a time card and resolve its effects. The following section will describe each of these steps in detail.

Hunters Movement

Once during your turn, you may move your hunter one node without placing cards on your stamina board. This is called walking.

During your turn, you may play attack cards face down from your hand onto your stamina board to move your hunter. This is called sprinting. Attack cards played to sprint don't count towards the maximum allowed by on the monster behaviour.

When sprinting, your hunter may move an amount of nodes up to the agility symbol on each card being played.

Hunters Making Attacks

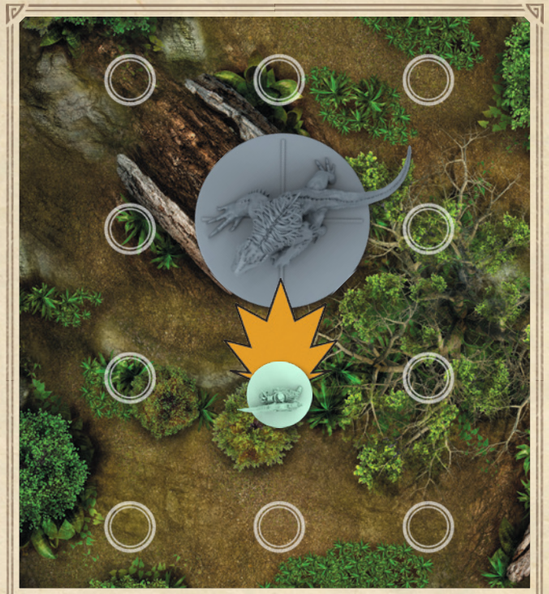
To make an attack, follow these steps in order:

1. Select an attack card from your hand.
2. If it has a range symbol, the monster must be in range to play this card.
3. Check which monster arc your hunter is in, and select a body part in that arc to attack.
4. Resolve any effects of the attack card.
5. If the attack card has a damage card symbol, draw damage cards.
6. If the attack card has a stamina bar, place it face up on the leftmost empty space on your stamina board.

Whenever your attack deck is empty, shuffle your discarded attack cards to form a new attack deck.

Monster Arcs

When you attack the monster, check which arc of the monster your hunter is within. This impacts which parts of the monster may be attacked.



If your hunter is on a node which is positioned in two monster arcs, choose a part in either arc to attack.

The monster arc you attack can impact the outcome of a hunt and its rewards, so choose wisely!

Hunters Damaging Monsters

When you attack the monster, draw a number of damage cards equal to the of your attack card.

Add together the values of any damage cards drawn, then reduce the total by the armour of the body part being attacked. Monster armour can only reduce damage from an attack to a minimum of 1. Reduce the monster's health by the result, then discard any damage cards drawn.

Use the monster health dial to track how much health the monster has. Once the monster has been reduced to 0 health, it has been slain.

Sharpen

When your damage deck is empty, your hunter's attacks will cause no further damage until your hunter sharpens their weapon.

Once during your turn, if you chose to use preparation actions, you may shuffle your discarded damage cards into your damage deck to sharpen.

While resolving an attack, if the amount of damage cards remaining in your damage deck is lower than the of your attack card, calculate the damage of the attack using the cards remaining in your damage deck.

When a hunter's damage deck is empty, attack cards can be played but they will cause no damage.

For example, if you play an attack card onto your stamina board that draws 2 damage cards, but you only have 1 card remaining in your damage deck, draw the 1 remaining card to determine the damage for the attack. Your hunter will need to sharpen before their attacks can continue to cause damage to the monster.

Part Breaks & Break Tokens

If your attack card has the break symbol , place the number of break tokens on the monster's physiology card in the break token stash of the body part being attack.

When a body part has an amount of tokens equal to its part break value in its break token stash, that body part has been broken. If the broken part has any part break rules, resolve them.

Then remove all break tokens from the body part's token stash and replace it with a broken token to mark the body part as broken.

Part break rules remain in play until the monster is slain. Each part of a monster can only be broken once per hunting phase.

Breaking monster parts guarantees certain rewards upon completing the quest, so break as many parts as you can to increase your rewards!

Bonus Movement Symbols

If an attack card has a bonus movement symbol, the hunter may move up to the amount of nodes shown without playing face down cards onto your stamina board. If the bonus movement symbol is to the left of the damage symbol, this movement is made before damaging the monster. If the bonus movement is to the right of the damage symbol, this movement is made after damaging the monster.

When the number is in the centre of the symbol, the movement may be made in any direction.

When the number is at the top of the symbol, the movement must be made towards a monster. With each node of movement, the number of nodes between your hunter and the monster must decrease.

When the number is at the bottom of the symbol, the movement must be made away from a monster. With each node of movement, the number of nodes between your hunter and the monster must increase.

If the attack card has a range and the monster is not within that range, the card can't be played. However, some attack cards allow your hunter to move as part of the attack. If the card allows your hunter to move into range before causing damage, it may be played.

Hunters Causing Elemental Damage

An attack card that has an elemental damage symbol will inflict elemental damage to a monster in addition to physical damage. These are elemental attack cards.

When you attack a monster with an elemental attack card, place an elemental token of that type on the elemental token stash on the monster's physiology card.

A monster's elemental resistance is shown as either:

Resistance 1 - Elemental damage is caused when there is 1 or more tokens of this type in the monster's elemental token stash

Resistance 2 - Elemental damage is caused when there are 2 or more tokens of this type in the monster's elemental token stash

Immunity - Elemental damage can't be caused by this elemental type. Don't place tokens of this type in the monster's elemental token stash

After placing a token, check the monster's elemental resistance as shown above to see if elemental damage has been caused.

When elemental damage is caused, draw an elemental damage card and reduce the monster's health dial by the value of the card drawn. Then remove all tokens of that type from the elemental token stash and return them to the supply. Then discard the elemental damage card.

If the elemental damage deck is empty, shuffle the discarded cards to form a new deck.

Hunters Causing Status Ailments

An attack card that has a status ailment symbol will cause a status ailment in addition to causing damage. These are status ailment attack cards.

When you attack a monster with an status ailment attack card, place a status ailment token of that type on the status ailment token stash on the monster's physiology card.

A monster's status ailment resistance is shown as either:

Resistance 1 - Status ailment is caused when there is 1 or more tokens of this type in the monster's status ailment token stash

Resistance 2 - Status ailment is caused when there are 2 or more tokens of this type in the monster's status ailment token stash

Immunity - A status ailment can't be caused by this status ailment type. Don't place tokens of this type in the monster's status ailment token stash

After placing a token, check the monster's status ailment resistance as shown above to see if a status ailment has been caused.

When a status ailment is caused, resolve the status ailment as listed below. Then remove all tokens of that type from the status ailment token stash and return them to the supply.

If a status ailment lasts until the end of the monster's next turn, place a token for the relevant status ailment on the monster's behaviour deck as a reminder.

Stun - The dodge value of the monster's next attack is 1 and can't be increased or decreased by any other effect

Poison - The monster loses 2 health at the end of its next turn

Sleep - Only resolve the hunter turn and hunter attack symbols of the next monster behaviour

Paralysis - If the monster's next behaviour card has a movement symbol, reduce the number in the movement symbol to 0

Blastblight - Each part of the monster has –1 armour until the end of its next turn

Dodging Monster Attacks

To dodge a monster's attack, you must play attack cards from your hand face down onto your stamina board. The total agility on those cards must equal or exceed the dodge symbol of the monster's attack to be successful.

If a monster's attack is successfully dodged, your hunter does not suffer any damage or status ailments from the attack, and moves a number of nodes up to the agility of the attack cards played to dodge.

Remember, when your hunter's stamina board is full of attack cards, you can't play any more cards onto it.

Armour & Elemental Resistance

When suffering damage from a monster's attack your hunter's armour or elemental resistance reduces the amount of damage your hunter suffers.

In addition, some armour will provide hunters with special abilities or other bonus effects. Make sure to read your armour cards carefully to understand when these abilities or effects come into play!

Your hunter's armour is calculated by adding together the amounts shown within this symbol on any pieces of armour they have equipped, as well as their weapon.

Reduce a monster's physical attack damage by the total armour of your hunter. Armour doesn't reduce damage from elemental monster attacks.

Your hunter's elemental resistance is calculated by adding together the amounts shown within these symbols on any pieces of armour they have equipped as well as their weapon. Your hunter's elemental resistance is calculated for each type. Reduce a monster's elemental attack damage by the total resistance to that type.

Elemental resistances don't reduce damage from physical monster attacks.

Potions

Potions are used during a quest to recover lost health and stamina. Potions may be found throughout a quest.

Record the number of potions your group has on one group member's character sheet, regardless of who gained them. Anyone in the group may use potions regardless of whose character sheet they're recorded on.

When you use a potion, discard all the attack cards on your stamina board and then shuffle your discarded cards into your attack deck. Additionally recover all health your hunter has lost by setting your hunter's health dial to full.

The group may carry a maximum of 3 potions and any additional potions found must be ignored.

Anatomy of Armour Cards

Armour cards are presented as a series of symbols, sometimes including instructions.

1. **Armour Card Name -** The name of the armour card
2. **Starting Weapon Symbol -** Armour cards with this symbol are part of the weapon's starting deck, featuring a hexagonal border
3. **Armour Slot Symbol -** Identifies which slot of your stamina board this is placed on when equipped: head, body, or legs
4. **Armour Symbol -** While this armour card is equipped, your hunter gains armour equal to this number
5. **Elemental Resistance Symbol -** While this armour card is equipped, your hunter gains elemental resistance equal to this number and type
6. **Special Rule -** Any special rules the armour card has will be explained here
7. **Set Bonus -** A special rule that is only active when your hunter has all 3 pieces of armour belonging to that set equipped

Rathalos Helm
2
1
5
7
6
Set Bonus: Rathalos Mastery
When this hunter plays a elemental attack card, instead of placing an elemental token draw 1 elemental damage card. This doesn't effect monsters with immunity .
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Hunter Fainting

When your hunter's health dial reaches 0, your hunter faints and their miniature is removed from the board while they're carted back to camp to recover.

Discard 2 time cards. Discard any attack cards on your stamina board.

Your hunter may return to the hunt at the start of your next turn. At the start of your next turn place your hunter's miniature on any of the starting nodes and return your hunter's health dial to full.

If the group has fainted three or more times, the hunters fail the quest. Progress to the HQ phase on page XX.

Ending Your Turn

You may choose to end your turn at any time. Usually this will be when you run out of attack cards to play, or if your stamina board is full.

> Your turn can come to an end as a result of playing certain attack cards, so choose the order of the attack cards you play wisely!

When you end your turn, draw a time card and resolve its effects.

Ending The Hunting Phase

There are three ways in which the hunting phase may end.

1. If the monster's health dial has been reduced to 0, the monster has been slain. The quest is complete, move on to the HQ phase, and gather your rewards.
2. If you have fainted three or more times, the hunters fail the quest. Move onto the HQ phase.
3. If you ever need to draw or discard time cards when the time deck is empty, you fail the quest. The players move onto the HQ phase.

HQ Phase

In the HQ Phase, you'll carve resources from the slain monster, forge new armour and weapons, and set up for your next quest.

Recovery

Discard all attack cards in your hand and on your stamina board before shuffling your discarded attack cards into your attack deck. Shuffle your discarded damage cards into your damage deck. Return your hunter's health dial to full.

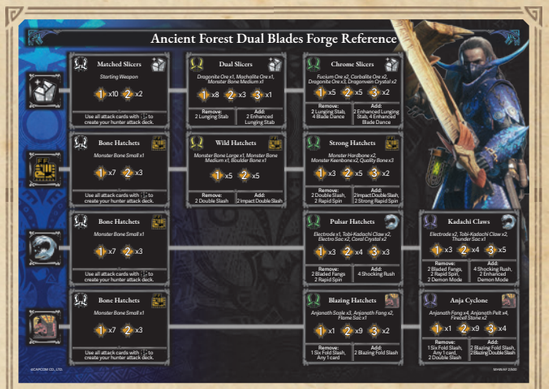
If you failed the quest, progress to the forging new armour and weapons section of the HQ Phase. You do not roll on reward tables or collect break rewards.

Shuffle discarded elemental damage cards back into the elemental damage deck.

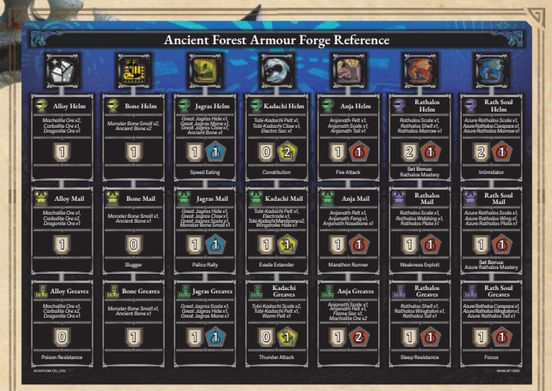
Forge Reference Cards

Each hunter has their own forge reference card showing the weapons and armour they may forge and the resources required to forge them.

Weapons are separated into lines based on the resources required to forge them. More powerful weapons can't be forged unless you already own the weapon that precedes them in their line.



For example, using the above reference card for the dual blades hunter, the Strong Hatchets can't be forged unless you already own the Bone Hatchets and the Wild Hatchets.

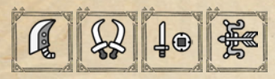


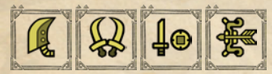
The only requirement for new armour is to have the resources shown to forge them.

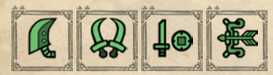
Weapon Rarity

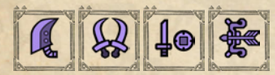
Weapon cards will have one of four coloured symbols on them, indicating how rare they are. The higher the rarity of a weapon, the more powerful it is.

Starting symbols are rarity 1.


White symbols are rarity 1 weapons.


Yellow symbols are rarity 2 weapons.

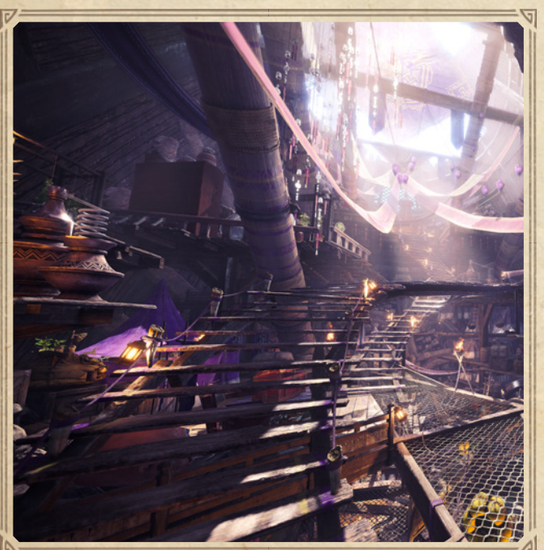

Green symbols are rarity 3 weapons.


Purple symbols are rarity 4 weapons.

Break Rewards

Breaking parts of a monster will grant you a number of additional rewards. When resolving reward tables, each group member gains the break rewards for monster parts broken during the quest.

Break rewards can be found on the reward table for each monster.



Reward Tables

The reward table for a monster is located on the reverse of its physiology card, and is used to determine which resources you've carved from the slain monster.

Each group member rolls a number of dice as shown below. Check your result against the monster's reward table to determine the resources you've gathered as shown below.

Number of Hunters	Assigned Dice	Investigation Dice	Tempered Investigation Dice
2 Hunters	3 Each	4 Each	5 Each
3 Hunters	2 Each	3 Each	4 Each
4 Hunters	2 Each	3 Each	4 Each

When rolling on a reward table, each die may be spent to gain a single reward. However, you may combine any number of your dice to gain a specific reward. Record any resources you gather on your character sheet.

In this example, the players could choose to take the four separate rewards shown on the table for results 1,3,5, and 6. However, if the players really want the Great Jagras Scale on the 4th result, they could combine the 1 and 3 results to get 4. If they wanted the Monster Bone+ on the 12th result, they could combine the 1, 5, and 6 results in order to get 12.

Forging New Armour and Weapons

Now that you have your new resources it's time to forge the new armour and weapons you want.

When you forge a new weapon or piece of armour, note it down on your character sheet. Remember to cross off any resources from your character sheet that you've used to forge new armour and weapons.

You may freely trade any resources or armour you have with other group members. However, you can't trade weapons with other group members.

> Particularly rare sets of armour sometimes feature set bonuses. Set bonuses are only active when your hunter has all 3 pieces of armour belonging to that set equipped. For example, a hunter equipped with all 3 pieces of Rathalos armour will be able to make use of the Rathalos Mastery set bonus.

Changing Weapon

When you equip a new weapon, follow the steps below in order:

1. Locate the new weapon card and replace the old weapon card with it on your stamina board
2. Construct a new damage deck using the damage cards listed on your new weapon card.
3. Replace your attack deck with your starting attack deck.
4. Replace attack cards in your attack deck as instructed by your new weapon.

Changing Armour

When you equip a new piece of armour, simply locate the new armour card and replace the old armour card of the same type with it on your stamina board.

Select a New Quest

It's time to choose another quest and proceed with your hunt! If you failed the quest, you may either reattempt it or choose another available quest.

To continue your adventure, return to selecting a quest on page XX.

Appendix

Monster Hunter World: The Wildspire Waste

Monster Hunter World: The Board Game - The Ancient Forest, known as the Ancient Forest set, can be played with *Monster Hunter World: The Board Game - The Wildspire Waste*, known as the Wildspire Waste set.

This gives you new hunters to experience, monsters to hunt, and equipment to forge!

If including hunters from the Wildspire Waste set in your Ancient Forest set campaign, follow the below steps in order:

1. When selecting your hunter, select any of the four hunters from the Wildspire Waste set.
2. If you've selected a hunter from the Wildspire Waste set, follow the steps shown in the hunter setup section on page XX of the Wildspire Waste set's rulebook.

If including the additional monsters from the Wildspire Waste set in your Ancient Forest set campaign, follow the below steps in order:

1. When selecting your first quest of the campaign, select the assigned quest for the Great Jagras, or the assigned quest for the Barroth.
2. When you've completed your first quest, you may select the assigned quest for any of the monsters in the Ancient Forest set or the Wildspire Waste set.
3. Completing the assigned quest for any monster allows you to select the investigation quests for that monster.
4. Adding the Wildspire Waste set gives more quests to choose from for your final hunt.

Arena Quests

For those who don't wish to play a full campaign but would still like to enjoy *Monster Hunter: World - The Board Game*, arena quests are a single session version of the experience.

When playing an arena quest, players use hunters with pre-set weapons and armour to battle a specific monster. Once the monster has been slain, the players have won the game.

To play an arena quest, turn to the arena quests section of the quest book and select an arena quest to play. Follow the game set up steps starting on page XX of this rulebook. When setting up your hunter and their cards, equip each hunter as instructed by the arena quest.

If you're playing an arena quest with 1 or 2 players, give each player a Palico to use as described on page XX.

When creating the monster behaviour deck, don't use the Scoutfly level to determine which card is added to the deck. Instead, randomly select 1 of the 3 behaviour cards featuring the to add to the monster's behaviour deck.

Single Player Campaign

When selecting your hunter, select 2 hunters to play with instead of 1. Then follow the remaining set up steps for each hunter you've selected. Throughout your single player campaign, resolve rules and card effects as if each hunter is controlled by a different player.

Speed Run Campaign

For those seeking an additional challenge for their gaming experience. The campaign timer may be reduced to any of the following levels – the shorter the campaign timer, the more challenging the campaign will be to complete.

Medium campaign - 20 days
Hard campaign - 15 days

Explorer Campaign

For those seeking a more relaxed gaming experience, don't use the campaign timer and take as long as you need!

Index

Gameplay Summary

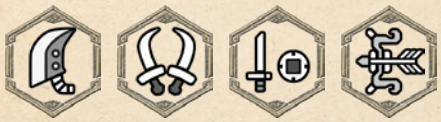
Select a Quest

Gathering Phase
Read through your adventure in the Quest Book
Check the amount of tracks you've gathered against the Scoutfly Level

Hunting Phase
Monster takes their turn
Hunters take their turn
Continue until the monster is slain or the hunters fail the quest

HQ Phase
Hunters recover
Hunters select their rewards
Hunters forge any equipment they wish to forge
Select another quest or perform downtime activities

Hunter Symbols



Starting Weapon Symbols

Agility Symbol

Range Symbol

Damage Card

Break Symbol

Bonus Movement

Combo Symbol

Bonus Armour

Elemental Symbols

Elemental Damage

Fire

Water

Ice

Thunder

Dragon

Elemental Resistance

Fire

Water

Ice

Thunder

Dragon

Status Ailment Symbols

Stun

Poison

Sleep

Paralysis

Blast

Monster Symbols

Track Symbol

Target Closest

Target Furthest

Hunter Turn Symbol

Hunter Attack Symbol

Movement Symbol

Attack Symbol

Range

Dodge Value

Monster Health

Head Body Part

Torso Body Part

Leg Body Part

Tail Body Part

Wing Body Part

Claws Body Part

Attack Node

Attack Arc

Monster Elemental Damage

Fire

Water

Ice

Thunder

Dragon

Stamina Bars

Normal Stamina — Stamina End